



Defense Information Systems Agency

Department of Defense

GIG Technologies

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- Vision
- Technology
- Convergence – Unified Communications
- Innovation Engineering

Today's technologically advanced student is the Warfighter of 2016 and will test the limits for tomorrow's defense infrastructure

Student of 2008

Available Technologies

- VoIP, Internet TV, On Demand Media
- Virtual Worlds, Online Games
- Web 2.0, Chat, Email, Interactive Web/Apps
- Integrated GPS Hardware
- High Speed Wireless
- HDTV and Interactive TV
- Mobile Computing
- P2P Music and Videos

Warfighter of 2016

- Adaptive Planning
- Predictive Battlespace Awareness
- Data Fusion
- Modeling and Simulation
- Early Warning
- Knowledge Management
- Dynamic Targeting
- Time Sensitive Strike
- Persistent ISR
- Automated Threat Detection
- Battle Damage Assessment
- Multi-Dimensional Data
- Data Sharing Environments
- Distance Learning
- Wargaming
- Reduced Footprint
- Power Projection
- Force Protection
- Virtual Medicine
- Enhanced Stealth
- CBRN/Biohazard Detection

Services/ Infrastructure Requirements

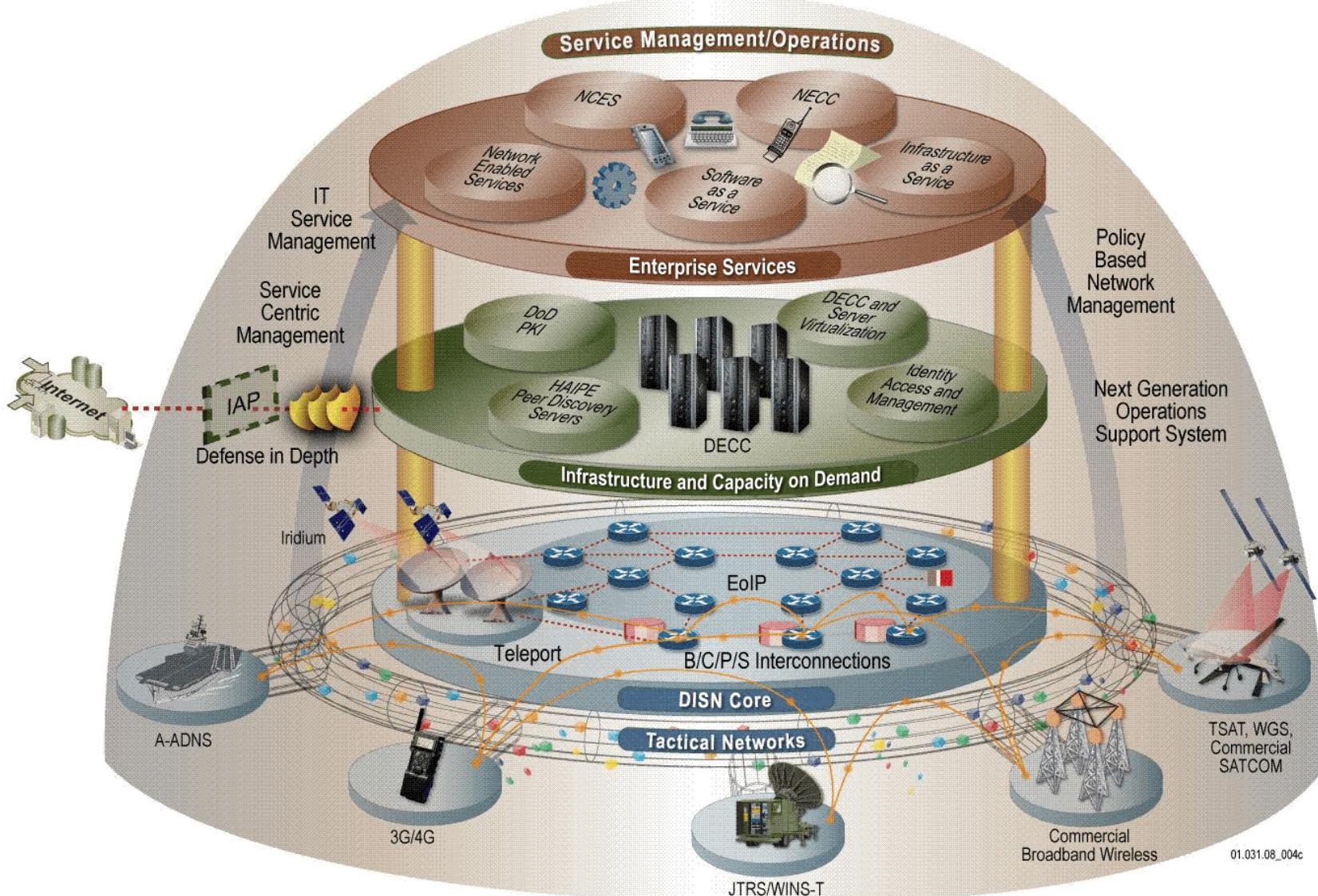
- High Availability Networks
- Standards and interoperability of systems
- Community of Interest Network Integration
- Infrastructure Consolidation
- Low Latency
- Large Data Transfer Capabilities
- Priority-based policies (QoS)
- Redundancy and Failover
- Wireless and Mesh connectivity
- Low Jitter networking SLAs
- Interoperability of Systems
- Edge connectivity
- Standards and interoperability of systems
- Sensor Networking

Examples of Technology Areas

- **Possible Bins for Technology Research**
 - Reduce operations cost of the GIG Core segment
 - Automated management
 - “Always on”
 - Automated defense
 - Management of the GIG Intermediate/Edge segments
 - “Always on”
 - SOA based planning
 - Policy Based Enterprise Management (PBEM)
 - Core- Intermediate/ Edge integration
 - intelligent routing
 - Includes aerial elements
 - New services via Unified Communications
 - Extension of unified communications (UC) to wireless/mobile
 - Improved “Speed” of deployment
 - GIG FDCE
 - Innovation engineering via CRADA’s, Acquisition Challenge Program and JCTD’s

Some “Other” Areas

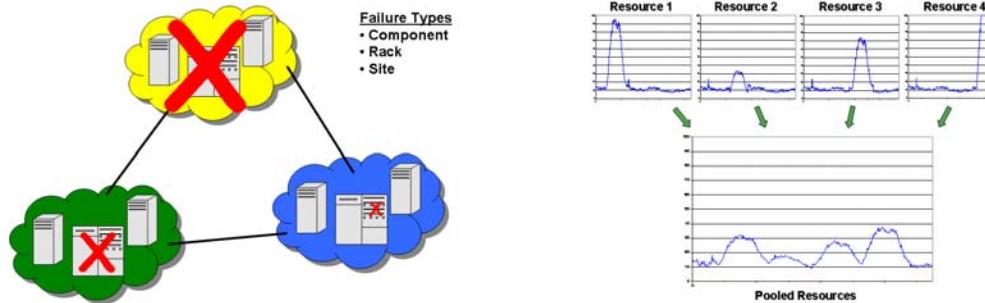
- Advanced network encryption and routing
- Thin client/stateless client
- Broadband COTM
- Distributed C2
- Smart caching
- GIG as a sensor
- Cyber SA/defense
- Cross Domain Information Sharing
- Multi-Level Security solutions
- Enterprise Service Bus (ESB)



Cloud Computing Infrastructure

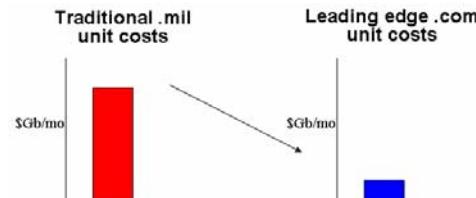
Dynamically Scalable Infrastructure with High Resiliency

Can pivot shared resources to focus on highest priority mission +
Infrastructure designed to accommodate regular component failure = "baked-in" resiliency



Disruptively Low Unit Costs (Processing & Storage)

Enables global aggregation of data + pre-formatting of data for optimum dissemination



- DISA has multiple capacity on demand contracts to pay for computing capacity on a usage basis
- Piloting a service (based initially on our capacity on demand contract with HP) called RACE (Rapid Access Computing Environment)
- In the future expand these capabilities and leverage technology to provide advanced cloud computing services to provide fault tolerant computing that adds computing capacity automatically as demand on a particular service grows



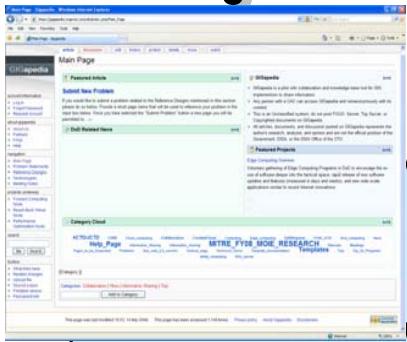
DISA Web 2.0 Leadership — OCTO Objectives

Community Publishing

GIGapedia:

https://gigapedia.srapr.od.com/wiki/index.php/Main_Page

(Harnessing Collective Intelligence)



DISA Web 2.0 Collaborative Community

Relationship Building

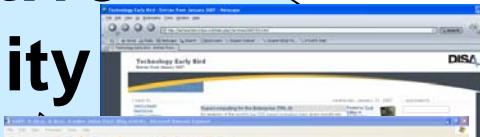
DoD Social Networking Service (SNS):

Work in Progress
<https://www.us.army.mil/suite/page/386542>



(Harnessing Collective Intelligence)

Tech Early Bird: Early implementation of some Web 2.0 capabilities



CTO Research Mashup:

http://pipes.yahoo.com/cto_research_mashup/start

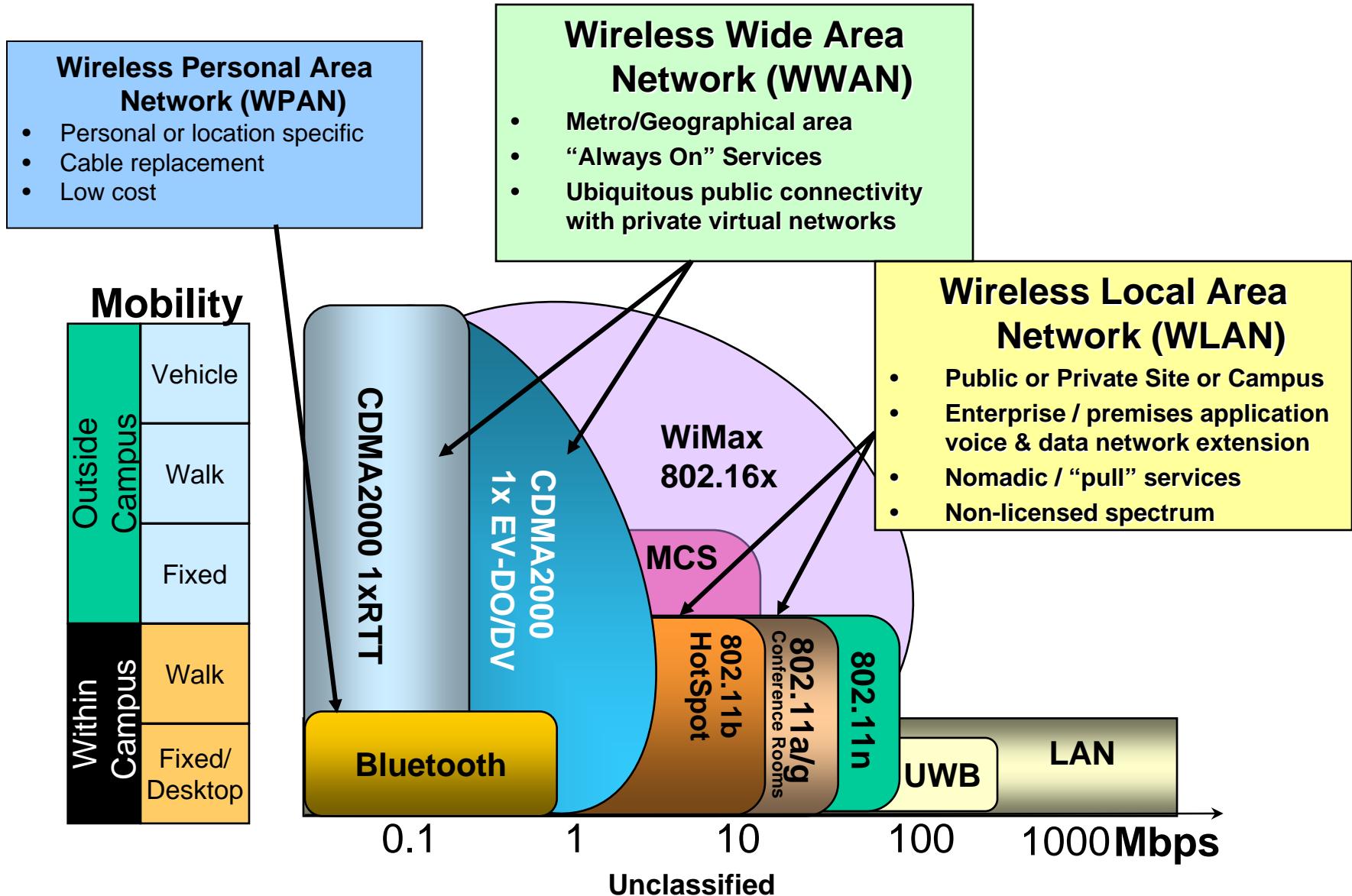
(Rich User Experience)



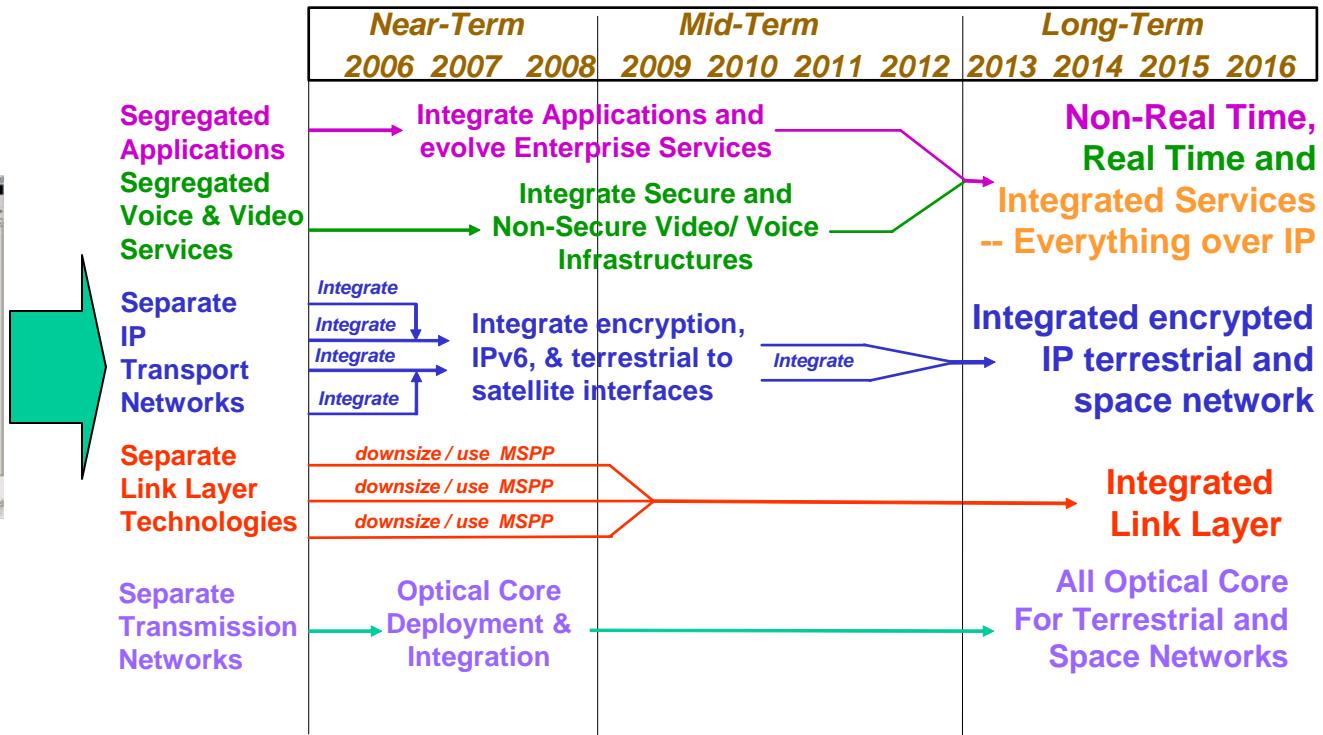
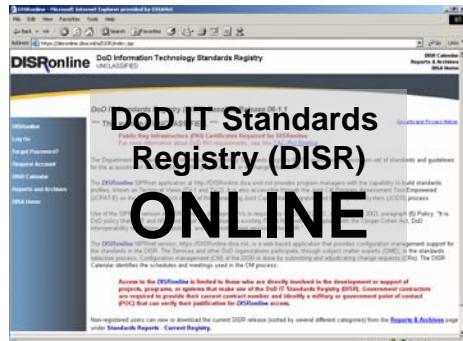
DISA CTO Blog: <https://ctoblog.disa.mil> (Harnessing Collective Intelligence)

Information Integration

Wireless Landscape

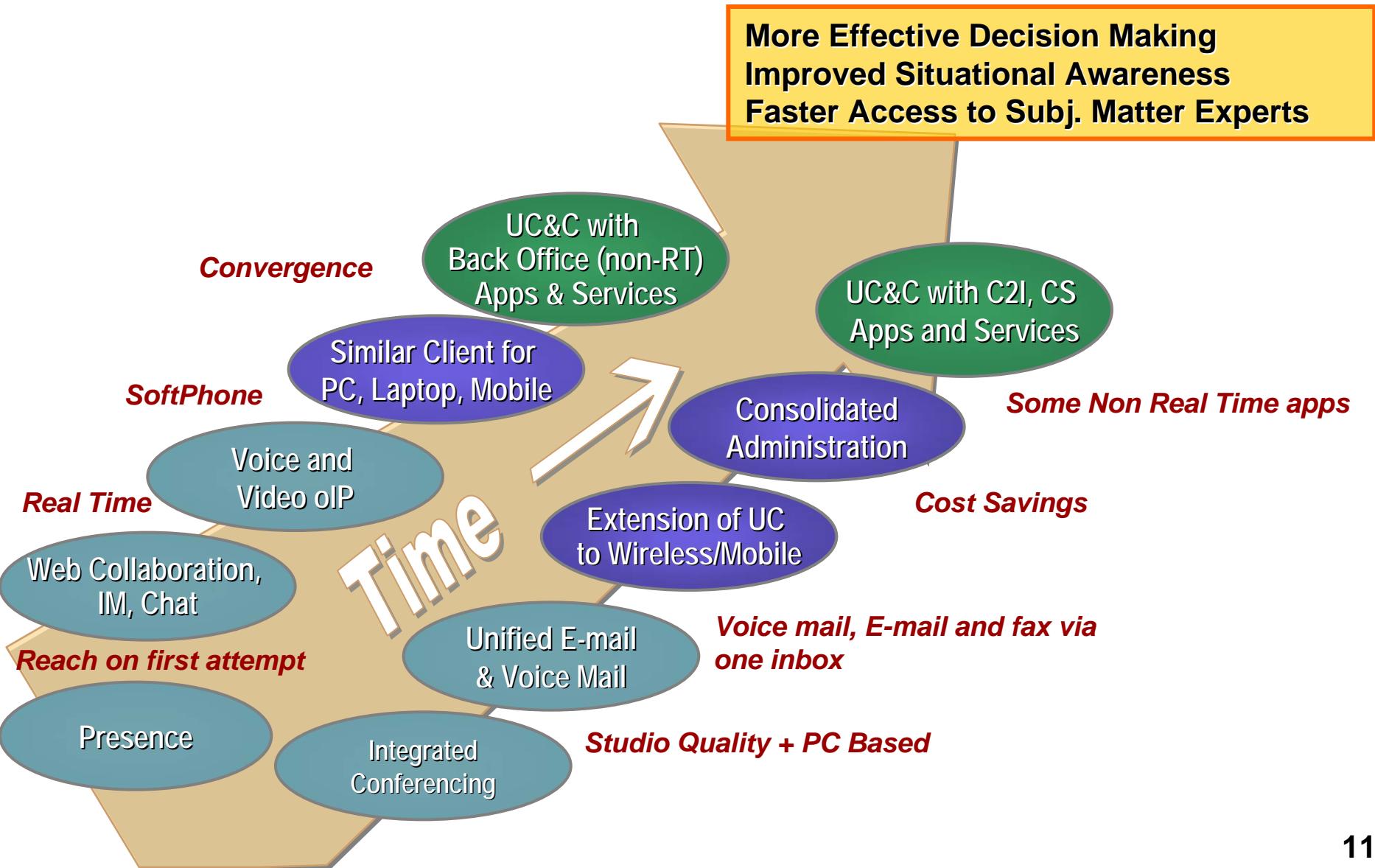


Standards Enable Convergence



IP Convergence focused on Layers 1-3. The new model is Unified Communications which includes all 7 layers of the OSI reference model.

UC&C Capability Evolution

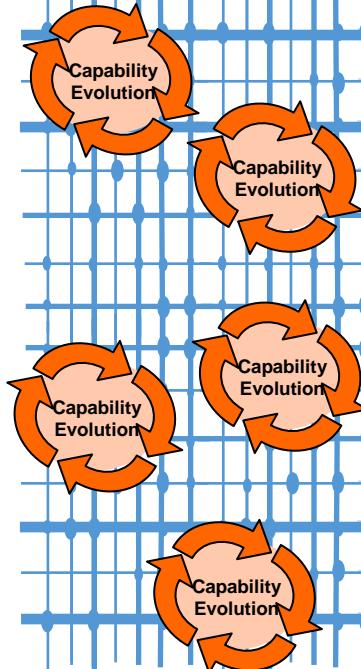


Innovation Engineering

- **Joint Capability Technology Demonstrations (JCTD's)/ Coalition Warrior Interoperability Demonstration (CWID)**
 - Balance of C2, apps and Network topics
- **Creative Research and Development Agreement (CRADA)**
 - Just getting started in this area
- **Liaison with DARPA**
 - Recently established liaison officer with DARPA
- **GIG FDCE**
 - Build off the success of the NECC FDCE
 - OTA's observations of 6 June 08

FDCE Infrastructure

Development Enclaves



FDCE Infrastructure

- Collaborative S/W Development**
(Open and Shared Source Development)
- Shared Services and SOA**
(Integration with DOD SOA Foundation)
- Test and Evaluation Tools**
(Extensible tool suite)
- IT Specifications and Standards**
(Community Development and Acceptance)
- Autonomous Provisioning**
(On Demand IT Infrastructure)

Operational Enclaves



Enterprise collaboration and information sharing tools tailored to support an agile development process

- **Focused technology for:**
 - Reduce operations cost of the GIG Core segment
 - Management of the GIG Intermediate/Edge segments
 - New services via Unified Communications
 - Speed of deployment
- **DISA is actively looking to industry to explore new technologies and concepts via JCTD's CRADA's and other partnerships**